

AMENDMENTS TO THE CLAIMS

1. (Currently amended) A method of redirecting an input message to a redirected application, the redirected application having at least one of its windows redirected, comprising:

(a) determining if the input message is directed at a redirected application having at least one of its windows redirected ("redirected application");

(b) intercepting the input message if directed at ~~[[a]]~~ the redirected application;

(c) if required, transforming the input message to correspond to the location of the actual application window that has been redirected if the input message is directed at ~~[[a]]~~ the redirected application; and

(d) redirecting the input message to the redirected application if the input message is directed at ~~[[a]]~~ the redirected application.

2. (Currently amended) The method of Claim 1, wherein determining if the input message is directed at a redirected application having at least one of its windows redirected ("redirected application")~~[[,]]~~ comprises:

(a) checking an indicator that indicates if a window of an application has been redirected; and

(b) determining if the input message occurred over a window of a redirected application if the indicator indicates that an application has been redirected.

3. (Original) The method of Claim 2, wherein transforming the input message comprises:

(a) obtaining the location of the input message;

(b) obtaining the location of the actual application window that has been redirected;

(c) creating a transform to change the location of the input message to the location of the actual application window that has been redirected if required; and

(d) applying the transform to the input message.

4. (Currently amended) A method of redirecting input messages meant for a redirected application, the redirected application having at least one of its windows redirected, comprising:

- (a) installing at least one hook to intercept input messages;
- (b) receiving input messages intercepted by the hook;
- (c) determining if the input messages are directed at said at [[a]] said at least one window of the redirected application;
- (d) if required, transforming the input messages to correspond to the actual location of [[the]] said at least one window of the redirected application; and
- (e) sending the ~~updated~~ input message to the redirected application.

5. Canceled.

6. (Currently amended) A computer-readable medium having computer executable instructions for redirecting an input message to a redirected application, the redirected application having at least one of its windows redirected, which, when executed, comprise:

- (a) determining if the input message is directed at a redirected application having at least one of its windows redirected ("redirected application");
- (b) intercepting the input message if directed at [[a]] the redirected application;
- (c) if required, transforming the input message to correspond to the location of the actual application window that has been redirected if the input message is directed at [[a]] the redirected application; and
- (d) redirecting the input message to the redirected application if the input message is directed at [[a]] the redirected application.

7. (Currently amended) The computer-readable medium of Claim 6, wherein determining if the input message is directed at a redirected application having at least one of its windows redirected ("redirected application")[[,]] comprises:

- (a) checking an indicator that indicates if a window of an application has been redirected; and
- (b) determining if the input message occurred over a window of a redirected application if the indicator indicates that an application has been redirected.

8. (Original) The computer-readable medium of Claim 7, wherein transforming the input message comprises:

- (a) obtaining the location of the input message;

(b) obtaining the location of the actual application window that has been redirected;

(c) creating a transform to change the location of the input message to the location of the actual application window that has been redirected if required; and

(d) applying the transform to the input message.

9. (Currently amended) A computer-readable medium having computer-executable instructions for redirecting input messages meant for a redirected application, the redirected application having at least one of its windows redirected, which, when executed, comprise:

(a) installing at least one hook to intercept input messages;

(b) receiving input messages intercepted by the hook;

(c) determining if the input messages are directed at [[a]] said at least one window of the redirected application;

(d) if required, transforming the input messages to correspond to the actual location of [[the]] said at least one window of the redirected application; and

(e) sending the ~~updated~~ input message to the redirected application.

10. Canceled.

11. (Currently amended) A computer system for redirecting an input message to a redirected application, the redirected application having at least one of its windows redirected, wherein the computer system is capable of running an application [[have]] having a plurality of executable steps, the method comprising:

(a) determining if the input message is directed at a redirected application having at least one of its windows redirected ("redirected application");

(b) intercepting the input message if directed at [[a]] the redirected application;

(c) if required, transforming the input message to correspond to the location of the actual application window that has been redirected if the input message is directed at [[a]] the redirected application; and

(d) redirecting the input message to the redirected application if the input message is directed at [[a]] the redirected application.

12. (Currently amended) The computer system of Claim 11, wherein determining if the input message is directed at a redirected application having at least one of its windows redirected ("redirected application") [[,]] comprises:

- (a) checking an indicator that indicates if a window of an application has been redirected; and
- (b) determining if the input message occurred over a window of a redirected application if the indicator indicates that an application has been redirected.

13. (Original) The computer system of Claim 12, wherein transforming the input message comprises:

- (a) obtaining the location of the input message;
- (b) obtaining the location of the actual application window that has been redirected;
- (c) creating a transform to change the location of the input message to the location of the actual application window that has been redirected if required; and
- (d) applying the transform to the input message.

14. (Currently amended) A computer system for redirecting an input message to a redirected application, the redirected application having at least one of its windows redirected, wherein the computer system is capable of running an application [[have]] having a plurality of executable steps, the method comprising instructions that when executed comprise:

- (a) installing at least one hook to intercept input messages;
- (b) receiving input messages intercepted by the hook;
- (c) determining if the input messages are directed at [[a]] said at least one window of the redirected application;
- (d) transforming the input messages to correspond to the actual location of [[the]] said at least one window of the redirected application; and
- (e) sending the updated redirected input message to the redirected application.

15. Canceled.